

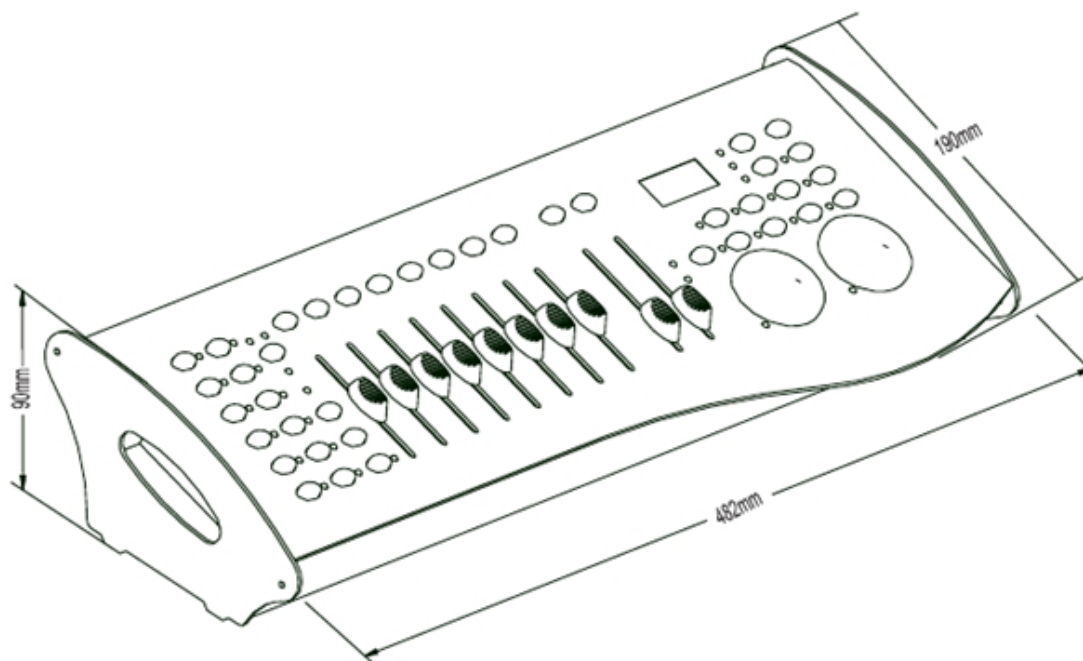


P R E S T I G E

L E D L I G H T I N G

GALAXY 240C

USER MANUAL



DMX 512 CONTROLLER SERIES



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1. SUMMARY

Thank you for purchasing our LED wall washer. Please read these instructions carefully before operating the system to avoid any possible damage or misuse.

PRODUCT INTRODUCTION

The DMX-240A is a universal intelligent lighting controller. It allows users to control 12 fixtures, each composed of 16 channels, and up to 240 programmable scenes. It has six chase banks which can contain up to 240 steps, each composed of the saved scenes, and can be operated in any order. Programs can be triggered by music, midi, automatically or manually. All chases can be executed at the same time.

On the face you will find various programming tools such as 8 universal channel sliders, a wheel and LED display indicators for easier navigation of controls and menu functions. You can control the pan and tilt of different intelligent lighting fixtures using the same wheel at the same time by the means of a programmable wheel. This wheel allows the user to assign individual pan and tilt channels for every fixture.

CONTENT LIST

- DMX-240A controller
- DC 9-12V 500mA, 90V~240V Power Adapter
- Manual with warranty card

2. SAFETY INFORMATION

SAFETY NOTES



Please read these instructions carefully, as it includes important information about the installation, usage and maintenance

- * Please keep this User Guide for future consultation. If you sell the unit to another user, be sure that they also receive this instruction booklet.
- * Always make sure that you are connecting to the proper voltage and that the line voltage you are connecting to is not higher than that stated on decal or rear panel of the fixture.
- * This product is intended for indoor use only!
- * To prevent risk of fire or shock, do not expose fixture to rain or moisture. Make sure there are no flammable materials close to the unit while operating.
- * The unit must be installed in a location with adequate ventilation and at least 50cm from adjacent surfaces. Be sure that no ventilation slots are blocked.
- * Always disconnect from power source before servicing or replacing lamp or fuse and be sure to replace with the same lamp source.
- * In the event of a serious operating problem, stop using the unit immediately. Never try to repair the unit by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type of spare parts.
- * Do not connect the device to a dimmer pack.
- * Make sure power cord is never crimped or damaged.
- * Never disconnect power cord by pulling or tugging on the cord.

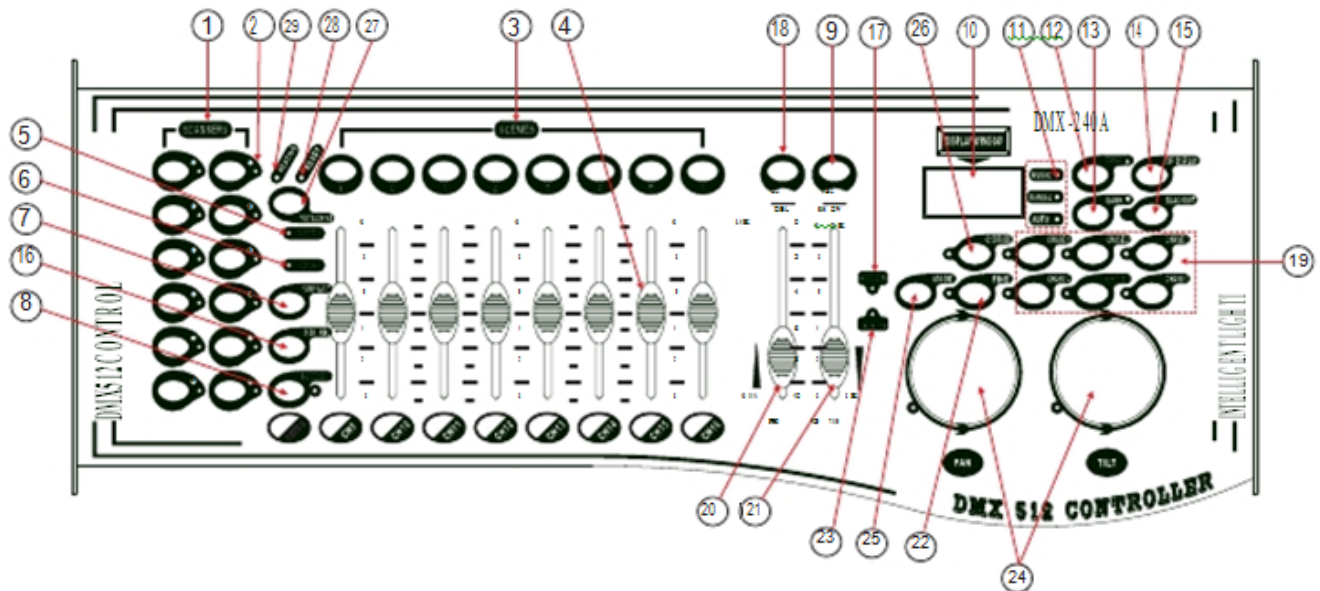


P R E S T I G E

LED LIGHTING

3. PRODUCT DIAGRAM

(FRONT)



Item	Button or Fader	Function
1	Scanner select buttons	Fixture selection
2	Scanner indicator LEDS	Indicates the fixtures currently selected
3	Scene select buttons	Universal bump buttons representing scene location for storage and selection
4	Channel faders	For adjusting DMX values, Ch 1~8 can be adjusted immediately after pressing the respective scanner select button, Ch 9~16 after pressing the Page select button
5	Page A Indicator LED	Represents Ch 1~8 range selected, <i>Tip!</i> Tap A, B then B again to control both pages simultaneously.
6	Page B Indicator LED	Represents Ch 9~16 range selected
7	Page select button	In manual mode, press to toggle between pages of control or to select both pages simultaneously. Both LEDs on will allow control of both lower and upper range channel.
8	Program button	Used to enter programming mode
9	Music/Bank Copy button	Used to activate Music mode and as the copy command during programming
10	LCD display window	Status window displays pertinent operational data

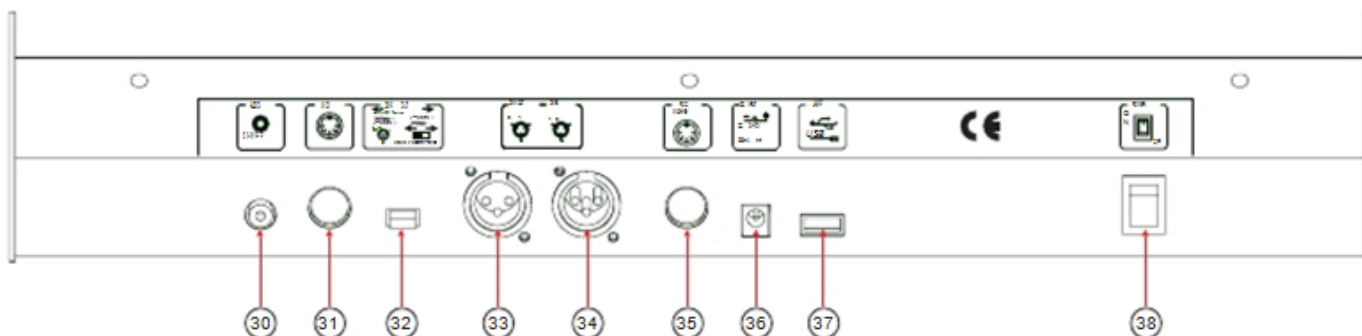


PRESTIGE

LED LIGHTING

Item	Button or Fader	Function
11	Mode Indicator LEDS	Provides operating mode status, (manual, music or auto)
12	Bank Up button	Function button to traverse Scene/Steps in banks or chases Incremental DMX values while <i>FINE</i> button is active.
13	Bank Down button	Function button to traverse Scene/Steps in banks or chases <u>Decremental</u> DMX values while <i>FINE</i> button is active.
14	Tap Display button	This is a Tap-Sync during playback and during programming <u>changes</u> the DMX value displayed in the LCD panel to percentages
15	Blackout button	Sets the shutter or dimmer value of all fixtures to "0 " causing all light output to cease
16	Midi/Rec button	Activates MIDI external control and also used to confirm the <u>record/save</u> process
17	Assign LED	Indicated the controller is in Channel assign mode during the <u>initial</u> setup of the controller
18	Auto/Del button	<u>Used</u> to activate Auto mode and as the delete function key during <u>programming</u>
19	Chaser buttons	Chase memory 1 ~ 6
20	Speed fader	This will adjust the hold time of a scene or a step <u>within</u> a chase
21	Fade-Time fader	Also considered a cross-fade, sets the interval <u>time</u> between two scenes in a chase
22	Fine button	Activates 16 bit control of the wheel, movement <u>will</u> be in extremely small increments. Note: While FINE is active Bank UP/DOWN buttons <u>will</u> increase and decrease DMX values by one for <u>either</u> the wheel or the slider in focus or currently moved.
23	Reverse LED	
24	PAN/TILT Wheel (<u>Joystick</u>)	Generally used to control the pan and tilt movement <u>of</u> a fixture
25	Mode button	
26	Override button	
27	Fog machine button	To activate the fog machine
28	Fog machine ready indicator	
29	Fog machine heating indicator	

(REAR PANEL)



Item	Button or Fader	Function
30	Audio input jack	Direct audio feed for use in sound-active mode
31	MIDI input port	For external triggering of Banks and Chases using a MIDI device
32	DMX polarity switch	May be used to correct signal polarity
33	DMX output connector	DMX control signal
34	DMX input connector	Used to transfer programmed data between 2 controllers
35	Fog machine socket	
36	DC Input jack	Main power feed
37	USB Lamp socket	
38	ON/OFF power switch	Turns the controller on and off

4. FEATURES

- Universal DMX-512 Controller
- Controls 12 intelligent lights of up to 16 channels
- 30 banks of 8 scenes, 240 scenes total
- 6 sets of chases containing 240 scenes
- Execute multiple chases simultaneously
- Re-assignable channels
- Wheel assignable Pan/Tilt and 16bit control
- Beat-activation, tap sync, auto run
- Grab any fixture on the fly
- Polarity selector
- Midi compatible

5. OPERATING INSTRUCTIONS

SETUP

SETTING UP THE SYSTEM

- 1) Plug the AC to DC power supply into the system back panel and to the mains outlet.
- 2) Plug in your DMX cable(s) to your intelligent lighting as described in the fixtures respective manual. For a quick Primer on DMX see the “DMX Primer” section in the Appendix of this manual.

FIXTURE ADDRESSING

The DMX-240A is programmed to control 16 channels DMX per fixture, therefore the fixtures you wish to control with the corresponding buttons on the unit must be spaced 16 channels apart.



P R E S T I G E

LED LIGHTING

FIXTURE OR SCANNER	DEFAULT DMX STARTING ADDRESS	BINARY DIPSWITCH SETTINGS SWITCH TO THE ON
1	1	1
2	17	1 ,5
3	33	1 ,6
4	49	1 ,5 ,6
5	65	1 ,7
6	81	1 ,5,7
7	97	1 ,6,7
8	113	1 , 5 , 6 ,7
9	129	1 ,8
10	145	1 ,5,8
11	161	1 ,6,8
12	177	1 ,5 ,6 , 8

Please refer to your individual fixture s manual for DMX addressing instructions. The table above refers to a standard 9 dipswitch binary configurable device.

WHEEL ASSIGNMENT

Because not all intelligent lighting fixtures are alike or share the same control attributes, the DMX-240A allows the user to assign the wheel the correct pan and tilt channel for every individual fixture including 16 bit channel assignments. It also allows the user to re-assign physical faders to fixture DMX channels so that the user can combine or unify control of similar or the same attributes across different types of fixtures.

Action:

- 1) Press and hold the PROGRAM button until the LED blinks
- 2) Press and hold FINE & MODE buttons together (2) times to access the channel assignment mode. The assigned LED will light. The wheel can then be reassigned to output on a different DMX channel.
- 3) Press a SCANNER button that represents the fixture you would like to set the pan&tilt
- 4) Use the BANKUP/DOWN buttons to select pan/tilt

Action (cont.):

- 5) Press the TAP/DISPLAY button to switch pages
- 6) Press and hold MODE button, then press the SCENES buttons to select the DMX channel. All LEDs will blink.
- 7) Press and hold FINE & MODE buttons to exit

Notes

- * All wheels can be reassigned to output on a different DMX channel. Press AUTO/DEL&MODE buttons together to delete the channel assignment mode.
- * You can re-assign the DMX channel to all controller fader channels.

REVIEW WHEEL ASSIGNMENT OR REVERSE

Action: (Reverse Review)

- 1) Press and hold FINE & MODE buttons together to access the wheel assignment mode
- 2) Press a SCANNER button to select a scanner
- 3) Press and hold FINE & MODE buttons together (2) times to exit

Action: (Wheel Assignment Review)

- 1) Press and hold FINE & mode buttons together (2) times to access the channel reverse mode
- 2) Press a SCANNER button to select a scanner
- 3) Press and hold FINE & MODE buttons to exit

COPY SCANNER (EXAMPLE: COPYING SCANNER 1 INTO SCANNER 2)

Action:

- 1) Press and hold SCANNER button # 1.
- 2) While holding button # 1 press SCANNER button # 2.
- 3) Release SCANNER button # 1 first before releasing SCANNER button # 2.
- 4) All SCANNER LED indicators will flash to confirm successful copy.

Notes:

- * To save time, you can copy the settings of one scanner button to another.

REVERSE CHANNEL OUTPUT

Action:

- 1) Press and hold the PROGRAM button until the led blinks
- 2) Press and hold FINE & MODE buttons together to access the channel assignment mode, then press the SCANNER button
- 3) Use the BANKUP/DOWN buttons to select pan/tilt
- 4) Press the TAP/DISPLAY button to switch between pages
- 5) Press and hold MODE button, then press the SCENES buttons to select the DMX channel. All LEDs will blink.
- 6) Press and hold FINE & MODE buttons (2)times to exit

Notes:

- * You can permanently reverse the output of any given channel on the controller.
- * Press AUTO/DEL&MODE buttons together to delete the reverse channel.

FADE TIME ASSIGN

You can choose whether the board's fade time during scene execution is implemented broadly to all output channels or only to the Pan & Tilt movement channels. This is relevant because often you will want colors to change quickly while not affecting the movement of the light.

Action:

- 1) Turn OFF the controller.
- 2) Hold the MODE and TAP DISPLAY buttons simultaneously.
- 3) Turn ON the controller.
- 4) Press the TAP DISPLAY button to toggle between the two modes. Either ALL CH (all channels) or ONLY X/Y (Pan & Tilt only)
- 5) Press MODE and TAP DISPLAY to save settings. All LEDS will blink to confirm.

Notes:

- * ALL CH: All channels ONLY X/Y: Only Pan & Tilt

OPERATION

MANUAL MODE

The manual mode allows direct control of all scanners. You are able to move them and change attributes by using the channel faders and wheel.

Action:

- 1) Press the AUTO DEL button repeatedly until the MANUAL LED is lit.
- 2) Select a SCANNER button.
- 3) Move wheel and faders to change fixture attributes. PAGE/SELECT A/B button:

Use to switch between fader control of (A: Ch1~8), (B: Ch 9~16)

TAP DISPLAY button:

Press to toggle the output indicator on the LCD display between DMX values (0-255) and percentage (0-100)

Notes:

- * All changes made while in Manual Mode are temporary and will not be recorded.

REVIEW SCENE OR CHASE

This instruction assumes that you have already recorded scenes and chases on the controller. Otherwise skip section and go to programming.

Action: (SCENE Review)

- 1) Select any one of the 30 banks by pressing the BANK UP/DOWN buttons.
- 2) Select a SCENE button (1~8) to review.
- 3) Move wheel and faders to change fixture attributes.

Notes:

- * Make sure you are still in MANUAL Mode.

Action : (CHASE Review)

- 1) Press any one of the 6 CHASE buttons.
- 2) Press the TAP DISPLAY button to view the step number on the display.
- 3) Press the BANK UP/DOWN buttons to review all scenes in the chase.

PROGRAMMING

A program (bank) is a sequence of different scenes (or steps) that will be called up one after another. In the DMX-240A 30 programs can be created of 8 scenes in each.

ENTERING PROGRAM MODE

- 1) Press the Program button until the LED blinks.



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LED LIGHTING

CREATE A SCENE

A scene is a static lighting state. Scenes are stored in banks. There are 30 bank memories on the controller and each bank can hold 8 scene memories. The DMX-240A can save 240 scenes total.

Action:

- 1) Press the PROGRAM button until the LED blinks.
- 2) Position SPEED and FADE TIME sliders all the way down.
- 3) Select the SCANNERS you wish to include in your scene.
- 4) Compose a look by moving the sliders and wheel.
- 5) Tap MIDI/REC button.
- 6) Choose a BANK (01~30) to change if necessary.
- 7) Select a SCENES button to store.
- 8) Repeat steps 3 through 7 as necessary. 8 scenes can be recorded in a Program.
- 9) To exit program mode, hold the PROGRAM button.

Notes:

- * Deselect Blackout if LED is lit.
- * You can select more than one fixture.
- * You can access channels 9~16 by pressing the Page Select button. This is necessary for fixtures that use more than 8 channels of control.
- * There are 8 scenes available in every bank.
- * All LEDs will flash to confirm. The LED display will now indicate the Scene number and Bank number used.

Tip! Press the FINE button, activate joystick or slider by moving it then use the Bank Up/Down buttons to change values in increments of 1 “ ”

Shortcut: Press [PROGRAM] ✈ [SCANNERS] Adjust [Faders & Wheel] ✈ [BANK]
✈ [SCENE] ✈ Press [PROGRAM] to store.

RUNNING A PROGRAM

Action:

- 1) Use BANK UP/DOWN buttons to change Program banks if necessary.
- 2) Press the AUTO DEL button repeatedly until the AUTO LED turns on.
- 3) Adjust the PROGRAM speed via the SPEED fader and the loop rate via the FADE TIME fader.
- 4) Alternatively you can tap the TAP DISPLAY button twice. The time between two taps sets the time between SCENES (up to 10 minutes).

Notes:

- * Deselect Blackout if LED is lit.
- * Also called a Tap-Sync.

CHECK PROGRAM

Action:

- 1) Press and hold the PROGRAM button until the LED blinks.
- 2) Use the BANK UP/DOWN buttons to select the PROGRAM bank to review.
- 3) Press the SCENES buttons to review each scene individually.

EDITING A PROGRAM

Scenes will need to be modified manually.

Action:

- 1) Press and hold the PROGRAM button until the LED blinks.
- 2) Use BANK UP/DOWN buttons to change Program banks if necessary.
- 3) Select the desired fixture via the SCANNERS button.
- 4) Adjust and change fixture attributes using the channel faders and wheel.
- 5) Press the MIDI/REC button to prepare the save.
- 6) Select the desired SCENES button to save.

Notes:

- * Deselect Blackout if LED is lit.

COPY A PROGRAM

Action:

- 1) Press and hold the PROGRAM button until the LED blinks.
- 2) Use BANK UP/DOWN buttons to select the PROGRAM bank you will copy.
- 3) Press the MIDI/REC button to prepare the copy.
- 4) Use BANK UP/DOWN buttons to select the destination PROGRAM bank.
- 5) Press the MUSIC BANK COPY button to execute the copy. All LEDs on the controller will blink.

Notes:

- * All 8 scenes in a Program bank will be copied.

CHASE PROGRAMMING

A chase is created by using previously created scenes. Scenes become steps in a chase and can be arranged in any order you choose. It is highly recommended that prior to programming chases for the first time; you delete all chases from memory. See Delete All Chases for instructions.

CREATE A CHASE

A Chase can contain 240 scenes as steps. The term steps and scenes are used interchangeably.

Action:

- 1) Press the PROGRAM button until the LED blinks.
- 2) Press the CHASE (1~6) button you wish to program.
- 3) Change BANK if necessary to locate a scene.
- 4) Select the SCENE to insert.
- 5) Tap the MIDI/REC button to store.
- 6) Repeat steps 3 ~ 5 to add additional steps in the chase. Up to 240 steps can be recorded.
- 7) Press and hold the PROGRAM button to save the chase.

RUNNING A CHASE

Action:

- 1) Press a CHASE button then press the AUTO DEL button.
- 2) Adjust the Chase speed by tapping the TAP DISPLAY button twice at a rate of your choosing.

Notes:

- * The time between 2 taps will set the chase speed (up to 10 minutes)

CHECKING A CHASE

Action:

- 1) Press and hold the PROGRAM button until the LED is lit.
- 2) Select the desired CHASE button.
- 3) Press the TAP DISPLAY button to switch the LCD display to steps.
- 4) Review each scene/step individually by using the BANK UP/DOWN buttons.

EDIT CHASE (COPY BANK INTO CHASE)

Action:

- 1) Press and hold the PROGRAM button to enter programming mode.
- 2) Press the desired CHASE button.
- 3) Select the BANK to be copied using the BANK UP/DOWN buttons.
- 4) Press MUSIC/BANK COPY button to prepare copy.
- 5) Press MIDI/REC button to copy the bank. All LEDs will blink.

EDIT CHASE (COPY SCENE INTO CHASE)

Action:

- 1) Press and hold the PROGRAM button to enter programming mode.
- 2) Press the desired CHASE button.
- 3) Select the BANK that contains the scene to be copied using the BANK UP/DOWN buttons.
- 4) Press the SCENE button that corresponds to the scene to be copied.
- 5) Press MIDI/REC button to copy the scene. All LEDs will blink.

EDIT CHASE (INSERT SCENE INTO A CHASE)

Action:

- 1) Press and hold the PROGRAM button to enter programming mode.
- 2) Press the desired CHASE button.
- 3) Press the TAP DISPLAY to switch the LCD display to steps view.
- 4) Use the BANK UP/DOWN buttons to navigate steps and locate the insert point of the new scene.
The display will read the step number.
- 5) Press MIDI/REC button to prepare the insert.
- 6) Use the BANK UP/DOWN button to locate the SCENE.
- 7) Press the SCENE button that corresponds to the scene to be inserted.
- 8) Press MIDI/REC button to insert the scene. All LEDs will blink.

Notes:

- * I.e. To insert a scene between Steps 05 and 06 navigate using BANK buttons until the display reads STEP05.

DELETE A SCENE IN A CHASE

Action:

- 1) Press and hold the PROGRAM button to enter programming mode.



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LED LIGHTING

- 2) Press the desired CHASE button that contains the scene to be deleted.
- 3) Press the TAP DISPLAY button to switch the LCD display to steps.
- 4) Select the scene/step to be deleted using the BANK UP/DOWN buttons.
- 5) Press AUTO DEL button to delete the step/scene. All LEDs will blink.

DELETE A CHASE

Action:

- 1) Press and hold the PROGRAM button to enter programming mode.
- 2) Press the CHASE button (1~6) to be deleted.
- 3) Press and hold AUTO DEL button and the respective CHASE button to delete the chase. All LEDs will blink

DELETE ALL CHASE PROGRAMS

CAUTION! This procedure will result in irrevocable loss of chase step memory. The individual scenes and program banks will be preserved.

Action:

- 1) Turn OFF controller.
- 2) Press and hold the BANK DOWN button and the AUTO DEL button while turning ON the controller.
- 3) All LEDs will blink.

SCENE PROGRAMMING (STEPS)

INSERT A SCENE

Action:

- 1) Press and hold the PROGRAM button to enter programming mode.
- 2) Press the desired CHASE button.
- 3) Press the TAP DISPLAY to switch the LCD display to steps view.
- 4) Use the BANK UP/DOWN buttons to navigate steps and locate the insert point of the new scene. The display will read the step number.
- 5) Press MIDI/REC button to prepare the insert.
- 6) Use the BANK UP/DOWN button to locate the SCENE.
- 7) Press the SCENE button that corresponds to the scene to be inserted.
- 8) Press MIDI/REC button to insert the scene. All LEDs will blink.

Notes:

- * I.e. To insert a scene between Steps 05 and 06 navigate using BANK buttons until the display reads STEP05.

COPY A SCENE

Action:

- 1) Press and hold the PROGRAM button to enter programming mode.
- 2) Select the BANK that contains the scene to be copied using the BANK UP/DOWN buttons.
- 3) Press the SCENE button that corresponds to the scene to be copied.
- 4) Press MIDI/REC button to copy the scene.
- 5) Select the destination BANK that contains the scene memory to record onto using the BANK UP/DOWN buttons.
- 6) Press the desired SCENE button to complete copy. All LEDs will blink.

DELETE A SCENE

Action:

- 1) Press and hold the PROGRAM button to enter programming mode.
- 2) Select the BANK that contains the scene to be deleted by using the BANK UP/DOWN buttons.
- 3) Press and hold the AUTO DEL button.
- 4) Press the SCENE button that corresponds to the scene you want to delete. All LEDs will blink.

Notes:

- * When deleting a scene the physical location is not removed, however, all 192 DMX channels available to the scene will be set to value 0.

DELETE ALL SCENES

Action:

- 1) Press and hold the PROGRAM button and the BANK DOWN button while turning off power to the controller.
- 2) Turn the controller back on.

Notes:

- * CAUTION! This process is irreversible. All scenes with data will be set to 0.

PLAYBACK

RUNNING IN SOUND-MODE

Action:

- 1) Press the MUSIC BANK COPY button until the MUSIC LED turns on.
- 2) Select the program BANK to run in sound active mode using the BANK UP/DOWN buttons.
- 3) Alternatively you can press a single CHASE button (1~6) or several CHASE buttons in sequence and all selected chases will loop in the order selected.
- 4) You can adjust the duration time using the FADE TIME fader.

Notes:

- * In the Sound mode, programs will be triggered by the sound using its built-in microphone.
- * Multiple chases selected will loop and run in the order originally selected.

RUNNING IN AUTO-MODE

Action:

- 1) Press the AUTO DEL button until the AUTO LED turns on.
- 2) If a CHASE button is not pressed the controller will automatically run a BANK program.
- 3) Change BANK programs by using BANK UP/DOWN buttons.
- 4) Alternatively you can press a single CHASE button (1~6) or several CHASE buttons in sequence and all selected chases will loop in the order selected.
- 5) You can adjust the time between steps by moving the SPEED fader and the duration of the step by moving the FADE TIME fader.

Notes:

- * In the Auto mode, programs will be triggered by controllers fade and speed time as set on the faders.
- * Multiple chases selected will loop and run in the order originally selected.

RUN MULTIPLE CHASES SIMULTANEOUSLY

Action:

- 1) Press and hold AUTO DEL button.
- 2) While holding down AUTO DEL, in succession press and release each CHASE you would like to run simultaneously.

Notes:

- * IMPORTANT! To avoid conflict between scenes running simultaneously that control the same fixture attributes consider creating individual color and gobo chases.

BLACKOUT

The Blackout button brings all lighting output to 0 or off.

MIDI OPERATION

The controller will only respond to MIDI commands on the MIDI channel which it is set to full stop. All MIDI control is performed using Note on commands. All other MIDI instructions are ignored. To stop a chase, send the blackout on note.

Action:

- 1) Press and hold the MIDI/REC button for about 3 seconds.
- 2) Select the MIDI control channel (1~16) via the BANK UP/DOWN buttons to set.
- 3) Press and hold the MIDI/REC button for 3 seconds to save settings.
- 4) To release MIDI control, press any other button except the BANK buttons during step 2.

Notes:

This is the Channel that the controller will receive MIDI note commands.

MIDI NOTE	FUNCTION (TURN ON/OFF)
00 to 07	Scenes 1~8 in BANK 1
08 to 15	Scenes 1~8 in BANK 2
16 to 23	Scenes 1~8 in BANK 3
24 to 31	Scenes 1~8 in BANK 4
32 to 39	Scenes 1~8 in BANK 5
40 to 47	Scenes 1~8 in BANK 6
48 to 55	Scenes 1~8 in BANK 7
56 to 63	Scenes 1~8 in BANK 8
64 to 71	Scenes 1~8 in BANK 9
72 to 79	Scenes 1~8 in BANK 10
80 to 87	Scenes 1~8 in BANK 11

MIDI NOTE	FUNCTION (TURN ON/OFF)
88 to 95	Scenes 1~8 in BANK 12
96 to 103	Scenes 1~8 in BANK 13
104 to 111	Scenes 1~8 in BANK 14
112 to 119	Scenes 1~8 in BANK 15
120	Chase 1
121	Chase 2
122	Chase 3
123	Chase 4
124	Chase 5
125	Chase 6
126	BLACKOUT

DATA TRANSFER

It is possible to transfer the programs stored in one DMX-240A controller to another. Connect from the DMX output of the programmed controller to the DMX input of the other.

Action:

- 1) Source unit: Turn unit Off, press and hold SCANNER buttons 2, 3 and SCENE button 1 then turn unit back On.
- 2) Destination unit: Turn unit Off, press and hold SCANNER buttons 8, 9 and SCENE button 2 then turn unit back On.
- 3) Both units are now ready to transmit and receive. Press SCENE buttons 7 & 8 simultaneously on Source unit to begin transmission.

Notes:

- * The display should show TRANSMIT, this indicates it is ready to transmit data.
- * The display should show RECEIVE, this indicates it is ready to receive data transmission.

6. APPENDIX

DMX PRIMER

There are 512 channels in a DMX-512 connection. Channels may be assigned in any manner. A fixture capable of receiving DMX 512 will require one or a number of sequential channels. The user must assign a starting address on the fixture that indicates the first channel reserved in the controller. There are many different types of DMX controllable fixtures and they all may vary in the total number of channels required. Choosing a start address should be planned in advance. Channels should never overlap. If they do, this will result in erratic operation of the fixtures whose starting address is set incorrectly. You can however, control multiple fixtures of the same type using the same starting address as long as the intended result is that of unison movement or operation. In other words, the fixtures will be slaved together and all respond exactly the same.



PRESTIGE

LED LIGHTING

DMX fixtures are designed to receive data through a serial Daisy Chain. A Daisy Chain connection is where the DATA OUT of one fixture connects to the DATA IN of the next fixture. The order in which the fixtures are connected is not important and has no effect on how a controller communicates to each fixture. Use an order that provides for the easiest and most direct cabling. Connect fixtures using shielded two conductor twisted pair cable with three pin XLR male to female connectors. The shield connection is pin 1, while pin 2 is Data Negative (S-) and pin 3 is Data positive (S+).

FIXTURE LINKING

Occupation of the XLR-connection:

DMX-OUTPUT XLR mounting-socket:



- 1- Ground
- 2 - Signal (-)
- 3 - Signal (+)

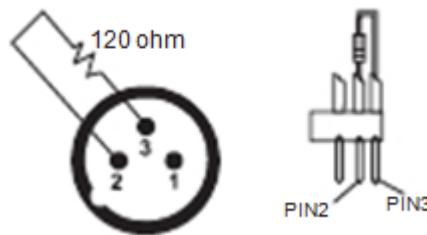
DMX-OUTPUT XLR mounting-plug:



- 1- Ground
- 2 - Signal (-)
- 3 - Signal (+)

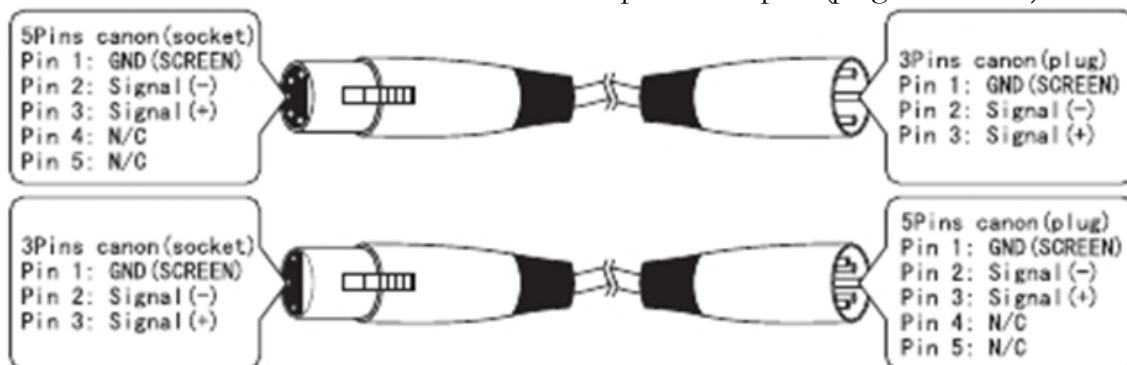
Caution: At the last fixture, the DMX-cable has to be terminated with a terminator. Solder a 120 resistor between Signal (-) and Signal (+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.

In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals. The DMX terminator is simply an XLR connector with a 120W (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.



If you wish to connect DMX-controllers with other XLR-outputs, you need to use adapter-cables.

The transform of the controller line of 3 pins and 5 pins (plug and socket)





PRESTIGE

LED LIGHTING

DMX DIPSWITCH QUICK REFERENCE CHART

DMX Address Quick Reference Chart																			
Dip Switch Position																			
DMX DIP SWITCH SET 0=OFF 1=ON X=OFF or ON					#9	0	0	0	0	0	0	0	0	1	1	1	1	1	1
					#8	0	0	0	0	1	1	1	1	0	0	0	0	1	1
					#7	0	0	1	1	0	0	1	1	0	0	1	1	0	0
					#6	0	1	0	1	0	1	0	1	0	1	0	1	0	1
#1	#2	#3	#4	#5															
0	0	0	0	0			32	64	96	128	160	192	224	256	288	320	352	384	416
1	0	0	0	0		1	33	65	97	129	161	193	225	257	289	321	353	385	417
0	1	0	0	0		2	34	66	98	130	162	194	226	258	290	322	354	386	418
1	1	0	0	0		3	35	67	99	131	163	195	227	259	291	323	355	387	419
0	0	1	0	0		4	36	68	100	132	164	196	228	260	292	324	356	388	420
1	0	1	0	0		5	37	69	101	133	165	197	229	261	293	325	357	389	421
0	1	1	0	0		6	38	70	102	134	166	198	230	262	294	326	358	390	422
1	1	1	0	0		7	39	71	103	135	167	199	231	263	295	327	359	391	423
0	0	0	1	0		8	40	72	104	136	168	200	232	264	296	328	360	392	424
1	0	0	1	0		9	41	73	105	137	169	201	233	265	297	329	361	393	425
0	1	0	1	0		10	42	74	106	138	170	202	234	266	298	330	362	394	426
1	1	0	1	0		11	43	75	107	139	171	203	235	267	299	331	363	395	427
0	0	1	1	0		12	44	76	108	140	172	204	236	268	300	332	364	396	428
1	0	1	1	0		13	45	77	109	141	173	205	237	269	301	333	365	397	429
0	1	1	1	0		14	46	78	110	142	174	206	238	270	302	334	366	398	430
1	1	1	1	0		15	47	79	111	143	175	207	239	271	303	335	367	399	431
0	0	0	0	1		16	48	80	112	144	176	208	240	272	304	336	368	400	432
1	0	0	0	1		17	49	81	113	145	177	209	241	273	305	337	369	401	433
0	1	0	0	1		18	50	82	114	146	178	210	242	274	306	338	370	402	434
1	1	0	0	1		19	51	83	115	147	179	211	243	275	307	339	371	403	435
0	0	1	0	1		20	52	84	116	148	180	212	244	276	308	340	372	404	436
1	0	1	0	1		21	53	85	117	149	181	213	245	277	309	341	373	405	437
0	1	1	0	1		22	54	86	118	150	182	214	246	278	310	342	374	406	438
1	1	1	0	1		23	55	87	119	151	183	215	247	279	311	343	375	407	439
0	0	0	1	1		24	56	88	120	152	184	216	248	280	312	344	376	408	440
1	0	0	1	1		25	57	89	121	153	185	217	249	281	313	345	377	409	441
0	1	0	1	1		26	58	90	122	154	186	218	250	282	314	346	378	410	442
1	1	0	1	1		27	59	91	123	155	187	219	251	283	315	347	379	411	443
0	0	1	1	1		28	60	92	124	156	188	220	252	284	316	348	380	412	444
1	0	1	1	1		29	61	93	125	157	189	221	253	285	317	349	381	413	445
0	1	1	1	1		30	62	94	126	158	190	222	254	286	318	350	382	414	446
1	1	1	1	1		31	63	95	127	159	191	223	255	287	319	351	383	415	447

7. TECHNICAL SPECIFICATIONS

- Weight: 3.5 Kg
- Operating Range: DC 9V-12V 500mA min
- Maximum ambient temperature: 45C
- Data input: locking 3-pin XLR male socket
- Data output: locking 3-pin XLR female socket
- Data pin configuration: pin 1 shield, pin 2 (-), pin 3 (+)
- Protocols: DMX-512 USITT
- Protocols: DMX-512 USITT